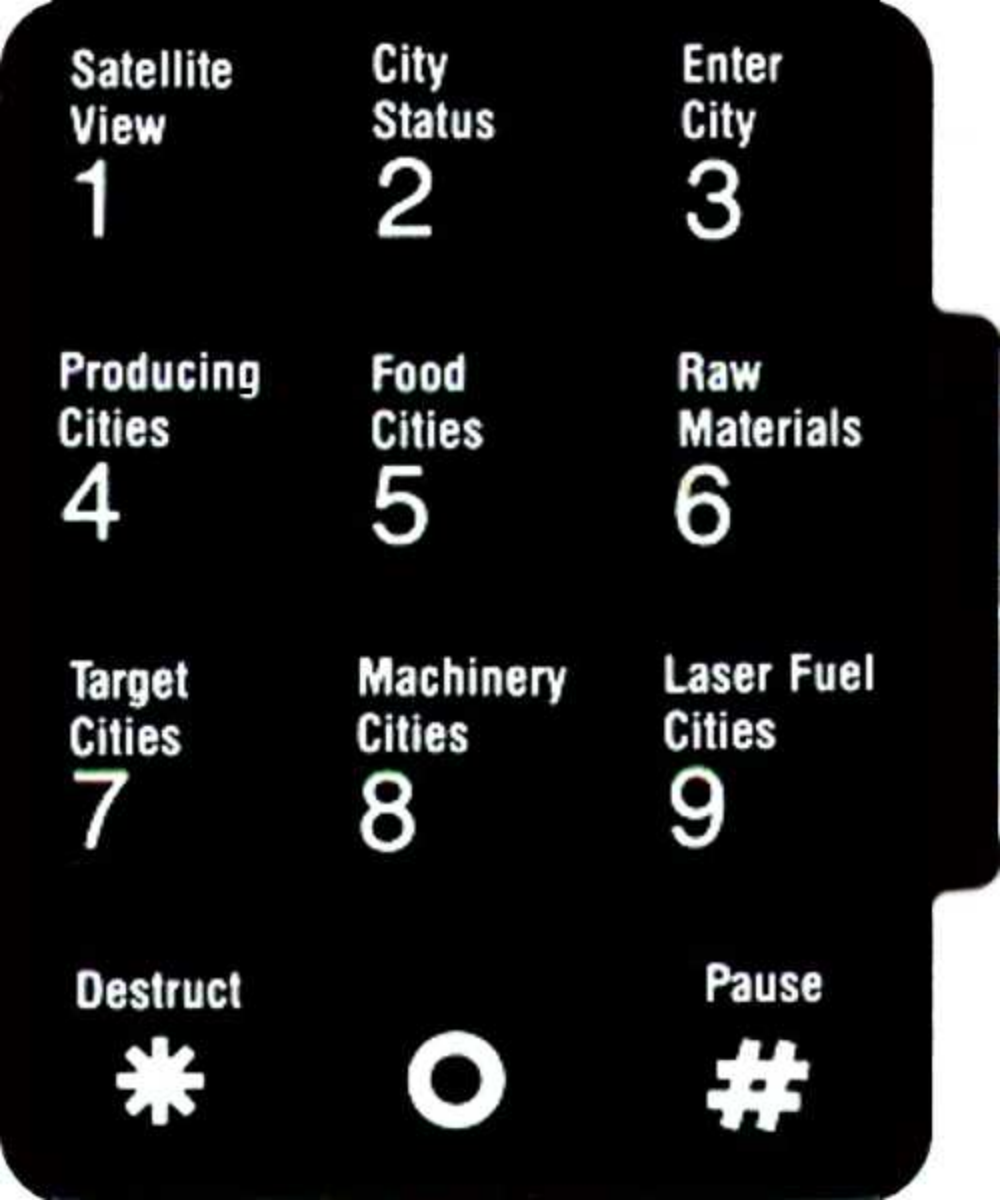
Satellite View
1
City Status
2
Enter City
3
Producing Cities
4
Food Cities
5
Raw Materials
6
Target Cities
7
Machinery Cities
8
Laser Fuel Cities
9
Destruct
*
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Pause
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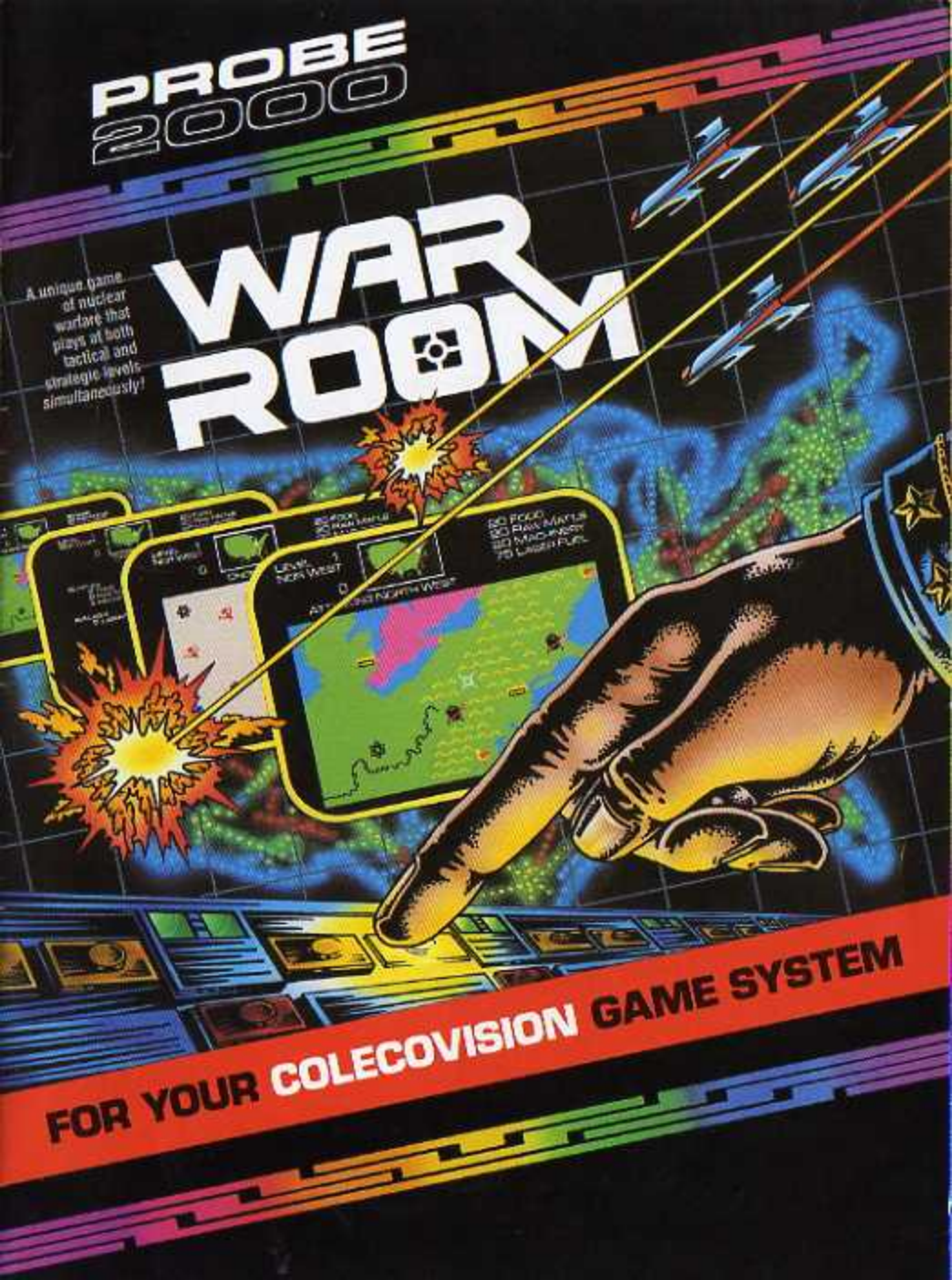
PROBE 2000
WAR ROOM
A unique game of nuclear warfare that plays at both tactical and strategic levels simultaneously!
FOR YOUR COLECOVISION GAME SYSTEM

OFFICIAL RULES

WAR ROOM

is a simulation of the computerized war game scenarios played out at the highest level of the world superpowers. It is an extremely graphic and realistic representation of a nuclear confrontation between the United States and Russia which demonstrates why no responsible government would want to resort to nuclear warfare in any other than game form.

As a player, you have far more responsibility than finite hand-eye coordination. You also have to maintain production of goods and services that will enable your country to defend itself against wave after wave of nuclear attack.

IMPORTANT! Be sure that the power to your game console is turned off before inserting the game cartridge.

TO BEGIN:

1 Insert the overlay into either hand control as shown.*

2 Insert the cartridge into the console with the label side facing you.

3 Turn on the power. The game title will appear on the television screen. If it does not, press the RESET button at the front right corner of the console.

**The overlay can be stored in the back of cartridge after play.*

Game authored by Robert "RoSHa" Harris

To start the game, press any skill level number on either keypad. Level 0 is the easiest. Level 9 is the most difficult.

NUCLEAR DEFENSE

1 Waves of attacking satellites will first be detected on national radar at the top of the screen. National radar will automatically track your satellite and the attacking waves unless you command it to display other data by using the keypad.

The lower part of the screen displays a regional view of the nation as seen from the hunter-killer satellite under your control. Your hunter-killer satellite will travel in the direction you move the joystick.

You can disintegrate enemy satellites by hovering over them and firing your lasers. Use either side button of the hand control to fire. Each burst of your lasers requires one unit of laser fuel.

2 The color of the attacking satellites indicates the time left until detonation.*

Black	**more than 4.5 seconds**
Grey	**less than 4.5 seconds**
Yellow	**less than 3.0 seconds**
Red	**less than 1.5 seconds**

*Onscreen colors may vary according to individual TV set adjustment

3 The region targeted by the attacking enemy satellites will be displayed at the top left of the screen.

4 Press and hold down TARGET CITIES on the keypad to display them on national radar.

COLLECTING SUPPLIES

1 The supplies of laser fuel, machinery, raw materials and food aboard your satellite are displayed at the top right corner of the screen.

2 Your satellite uses up laser fuel during the course of the game. You can replenish your supply of laser fuel at any time but this action is easiest during the lull between attack waves.

3 Position your satellite directly over any city which produces laser fuel. It will be marked by an atomic symbol.

4 Press ENTER CITY on the keypad. You will enter the city as Uncle Sam and can collect laser

fuel by touching the symbols for it on the screen. The joystick will control your movement. Enemy satellite movement will stop while you are in the city.

5 Leave the city by touching the EXIT sign at the top right of the screen. Any materials which have been left uncollected will not be available on a return trip.

6 *Beware of spies!!!!!!* If Uncle Sam comes in contact with a spy, the city is lost to the enemy and will turn into a satellite launching site. Your only defense is to destroy the city by pressing DESTRUCT on the keypad.

7 This sequence may be repeated to collect other kinds of supplies.

PRODUCING SUPPLIES

1 Cities which produce laser fuel must be supplied with food, raw materials and machinery in order to continue production.

2 Position your satellite directly over a city that produces laser fuel.

3 Press CITY STATUS on the keypad. Enemy satellite movement will stop while you are checking city status.

4 Supplies available aboard your satellite are displayed at the top right corner of the screen.

5 Supplies on hand in the city are displayed at the middle of the screen. Units of the city's production available to your satellite are displayed directly below.

6 Press the left side button of the hand control to transfer supplies from your satellite to the city. Press the right side button of the hand control to transfer supplies from the city to your satellite.

7 Press ENTER CITY to pick up any available production units. (See rule 8.)—Or—press SATELLITE VIEW if you choose not to enter the city.

8 A city will produce one unit of its specialty for each unit of its supplies. It will use up half of its supplies in the process.

9 All cities except food cities require supplies in order to produce their specialties. The supplies required vary according to a city's production specialty, and you'll see this information displayed on the screen whenever you check a city's status.

Food cities require no supplies. Their production level will increase by one each time they produce.

Raw Materials cities must be supplied with food.

Machinery cities must be supplied with food and raw materials.

Laser Fuel cities must be supplied with food, raw materials and machinery.

Cities require at least 20 seconds of playing time to produce their specialties after a resupply operation.

CITIES	REQUIREMENTS
FOOD	(NONE)
RAW MATERIALS	FOOD
MACHINERY	FOOD RAW MATERIALS
LASER FUEL	FOOD RAW MATERIALS MACHINERY

STRATEGIC CONSIDERATIONS

1 Every fifth attack wave will be easier than the preceding four to give you a chance to increase production levels.

2 Some destroyed cities will be rebuilt during the course of the game. You'll receive one "Free City" to start, one for every 10,000 points and four with every fifth attack wave.

3 Press and hold down the appropriate button on the keypad to display cities which are capable of production. They will appear on national radar. Caution: enemy satellites continue on to their targets during this operation.

4 Use the pause button to freeze the game while you plan overall strategy or take a break. Press any other button or move the joystick to continue the game.

SCORING	PTS.
Each food unit collected	5
Each raw material unit collected	10
Each machinery unit collected	15
Each laser fuel unit collected	20
Disintegrated enemy satellite	100

Bonus Scoring! Additional points are awarded based on the number of cities saved and the wave level number of the attacking satellites.

A game ends when all cities have been destroyed.

To play again, press any skill key.

Each city will continue production of its major specialty. (Example: if you press a skill key, Knoxville will *always* produce laser fuel.)

You can also start a new game by moving the joystick and each city will produce on a random basis. (Example: Knoxville may produce laser fuel, machinery, raw materials or food in different games.)

WAR ROOM

RULE SUMMARY

1 To start, press any skill key or move the joystick.

2 Position your white satellite over attacking satellites with joystick.

3 Press either side button to destroy them with lasers.

4 Each laser burst expends one unit of laser fuel.

5 Cities producing laser fuel require supplies from other cities.

6 SUPPLY OPERATION:

A Position white satellite over city.

B Press CITY STATUS to check city's supply needs and its production units available to your satellite.

1 Press left side button to drop off supplies.

2 Press right side button to take back supplies.

C Press SATELLITE VIEW to return to map or—press ENTER CITY to pick up available production units.

1 Use joystick to move Uncle Sam.

2 Avoid spies.

3 Pick up goods by touching them.

4 Touch EXIT sign to leave city and return to SATELLITE VIEW.

7 ENEMY SATELLITE DETONATION CODE.

Black	= more than 4.5 seconds
Gray	= less than 4.5 seconds
Yellow	= less than 3.0 seconds
Red	= less than 1.5 seconds

8 CITY SYMBOLS.

Food city

Raw materials city

Machinery city

Laser fuel city

9 SCORING.

Food unit	5
Raw material unit	10
Machinery unit	15
Laser fuel unit	20
Disintegrated enemy satellite	100

Bonus points are awarded based on the number of cities saved and the wave level of the attacking satellite.

You receive 1 free city at the start of game—1 free city for every 10,000 points—4 free cities with every fifth attack wave.

10 Game ends when all cities have been destroyed.

ODYSSEY | A **PROBE 2000** VIDEO GAME

NAP CONSUMER ELECTRONICS CORP

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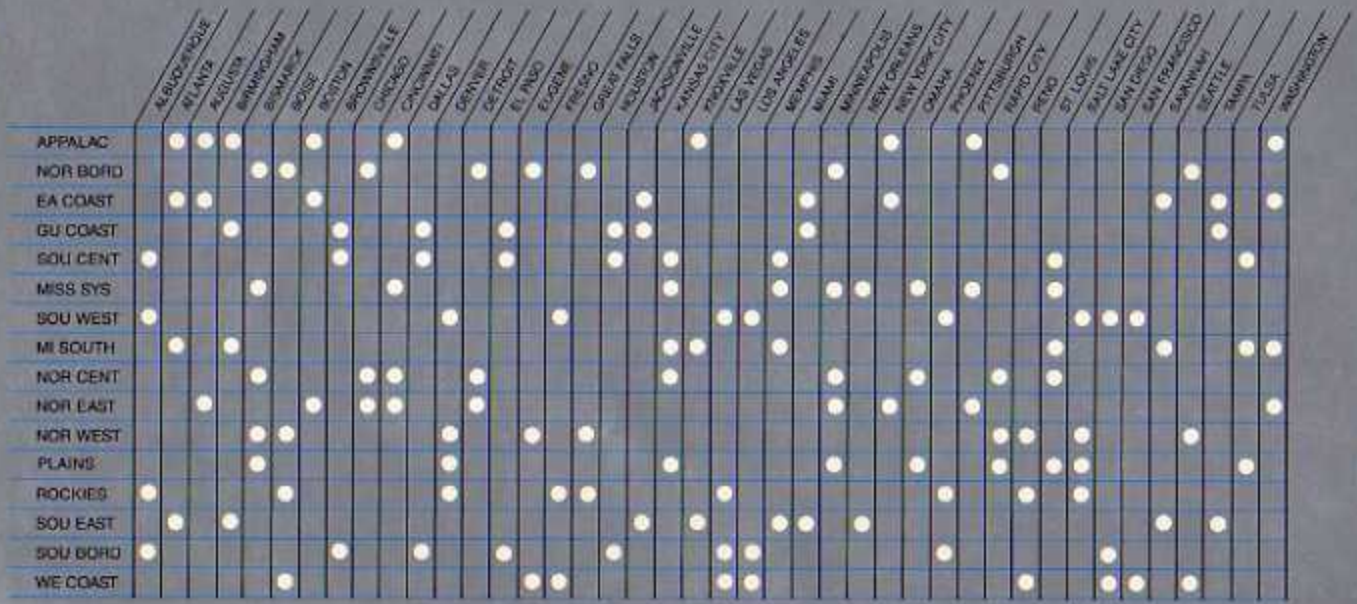
Assembled in Mexico

IB 4277-1

WAR ROOM

ATTACK WAVES BY REGION



NATIONAL DEFENSE DATA

Attack Zones by Region

1. APPALAC
2. NOR BORD
3. EA COAST
4. GU COAST
5. SOU CENT
6. MISS SYS
7. SOU WEST
8. MI SOUTH
9. NOR CENT
10. NOR EAST
11. NOR WEST
12. PLAINS
13. ROCKIES
14. SOU EAST
15. SOU BORD
16. WE COAST

Producing Cities Status at start of game				
Supplies	(NONE)	2 FOOD	2 FOOD 2 RAW MAT'LS	2 FOOD 2 RAW MAT'LS 2 MACHINERY
Available	5 FOOD	5 RAW MAT'LS	5 MACHINERY	5 LASER FUEL